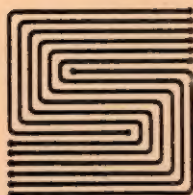


# The Stephens Q-II Autolocator

## Operating Instructions



The STEPHENS uniquely compact flexible Q-II autolocator system is deceptively simple to operate. However, since it is also a very powerful recording tool, you should READ THIS MANUAL THOROUGHLY BEFORE attempting to operate the transport.

All the normal pre-operation procedures should be complied with. Load the machine with tape according to the Operation and Maintenance Manual instructions for "play".

The Q-II autolocating microprocessor system gives 10 program storage capabilities. All programs are randomly accessible either manually or automatically. Programming is performed via the remoted Q-II control panel's keyboard.

## MINI GLOSSARY

### CURRENT:

A four digit display, in footage, of the position of the tape on the transport.

### DESTINATION:

A four digit display, in footage, of the location the transport is to go to.

### MODE:

Indicates how the transport should operate. The digit "2" will cause the transport to play, the digit "4" to shuttle (rewind or forward).

### NEXT:

Indicates the next register to be used when the "now" operation is complete.

### NOW:

Indicates the register that the Q-11 autolocator is currently using.

### PROGRAM:

A complete set of instructions for the transport to follow.

#### Example:

1. Go from stop to a shuttle mode.
2. Seek a location.
3. Upon reaching the location execute the next command, i.e., stop, play, etc.

### REGISTER:

A location in the memory of the Q-11 autolocator where information is stored for transport control. The Q-11 has ten registers.

### START:

A button on the Q-11 control panel. When pressed, it initiates automatic Q-11 control of the machine. Whatever program is in the register as indicated by "now" is executed.



## TO OPERATE

1. Press program store; display will blank.
2. Select a program number. This is the location number of the program you are now storing.
3. Press the program number you desire next. The display will enter from the left as you make an entry.
4. Select the desired operating mode: 2 for "play", or 4 for "search".
5. Enter four digit footage location.

NOTE: YOU MUST ENTER ALL FOUR DIGITS.

Example: If footage number is 550 ft., you must enter 0550.

Now press START and the locator will operate the transport.



## START

Initiates automatic Q-11 control of the machine, whatever program is in the register then is executed. To regain manual control of the machine, depress STOP on machine shuttle control. If a program is manually stopped anywhere before it finds a location, depressing START will reinitiate the program at the point where it was stopped.

## DESTINATION

Indicates with 4 digits the footage position the machine will "locate" upon execution of the NOW step.

## DUMP IN MANUAL CONTROL OF DECK

Depressing DUMP performs the same functions as if in Q-11 control, but machine does not stop. Otherwise, all functions are the same as when Q-11 is engaged.

## DUMP WITH Q-11 CONTROLLING DECK

Depressing DUMP stops the program being executed. The current position footage is then loaded into the destination footage counters, program #0 is selected to the NOW mode, and the mode window is loaded with the digit 4, indicating fast shuttle. All three functions occur automatically upon depressing DUMP. The effect is that now program 0 is loaded with this footage and can be shuttled there at any time by depressing PROGRAM SELECT, the digit "0" and START. The machine will then fast shuttle to this destination where DUMP was depressed.

NOTE: WHEN Q-11 IS IN CONTROL OF THE MACHINE, DEPRESSING 'DUMP' WILL STOP ALL MOTION AND THE DISPLAY WILL READ PROGRAM #0. TO PICK UP THE PROGRAM THAT WAS BEING EXECUTED WHEN DUMP WAS ACTUATED, DEPRESS 'PROGRAM SELECT' AND THE NUMBER OF THE PROGRAM. THE DISPLAY WILL NOW INDICATE THAT PROGRAM, AND IS READY FOR A 'START' COMMAND. THE PROGRAM BEING EXECUTED IS NOT LOST BY DEPRESSING 'DUMP'. IT IS MERELY STOPPED AT THE 'DUMP' ACTUATION AND WILL PICK UP AGAIN AT THE SAME POINT BY SELECTING THAT PROGRAM.

## INPUT CONTROLS

NOTE: When either FOOTSTORE, PROGRAM STORE, or PROGRAM SELECT, are chosen, the digital display will blank



itself, indicating a "ready to receive instruction" mode. The desired numbers can be loaded in via the keyboard with each digit appearing as it is selected. DO NOT ACTUATE 'FOOTSTORE', 'PROGRAM STORE', OR 'PROGRAM SELECT' WHEN THE MACHINE IS MOVING TAPE, erroneous current footage values will result. USE THESE INSTRUCTIONS ONLY AFTER MANUALLY DEPRESSING 'STOP' MODE ON THE MACHINE'S SHUTTLE CONTROL.

### FOOTSTORE

Allows manual change of the current position footage counters, i.e., at 78 feet into the tape, the operator wants his current counters to read "0000".

### PROGRAM SELECT

Allows a program not in the NEXT position (automatically executed after NOW program) to be selected, i.e., program #3 is in the NOW register, with program #6 in the NEXT register. Upon completion of program #3, program #9 is desired instead of #6. Depress STOP on the machine shuttle controls, then press PROGRAM SELECT and the digit 9. Program #9 will then be in the NOW register ready for execution.

### PROGRAM STORE

Allows storage of desired program to be stored in one of ten locations. The program will contain the mode of the tape transport, and where the machine will "locate" to, (destination), i.e., a program of step 1, step 2, play to 0150 feet would be loaded in by:

Depress PROGRAM STORE, the display will blank.

NOTE: (SELECTED NUMBERS ARE INDICATED FROM LEFT TO RIGHT IN THE DISPLAY WINDOW AS THEY ARE ENTERED INTO PROGRAM STORE VIA THE KEYBOARD).

Press digit #1, then #2, then, 0,1,5, and 0. When the last digit of the destination is selected, the current counters will then indicate their position, and the entire display will be illuminated.

To set up subsequent programs, repeat the sequence of keystrokes denoted above. However, the order of NOW to NEXT does not have to be in numerical order. The program can be set up to go from program 1 to program 4 to program 9 etc. Program 0 can also be selected, remembering that DUMP function loads into program 0. For more on DUMP, see DUMP function description.



# A SAMPLE PROGRAM FOR STEPHENS Q-11

## TAPE FOOTAGE

0000-0039  
0039-0100  
0100-0256  
0256-0317  
0317-0497  
0497-0700  
0700-0761  
0761-1138

## SONG STRUCTURE

Intro  
Verse 1  
Chorus 1  
Verse 2  
Chorus 2  
Solo  
Verse 3  
Vamp chorus to fini

NOW	NEXT	MODE
1	2	4
2	3	2
3	4	4
4	5	2
5	6	4
6	1	2

DESTINATION
0039
0100
0256
0317
0700
1138

Example 1:

Producers request:  
"Play Verse 1 thru  
3 only, then play  
the vamp out, and  
hurry up!"

To repeat a segment or the whole song, reverse the NOW and NEXT program numbers at any memory location.

NOW	NEXT	MODE
7	8	4
8	7	2

Example 2:

This will continuously replay the solo - for overdubs, mixing, whatever.

NOW	NEXT	MODE
0	9	4
9	0	2

Example 3:

This will play the complete song, head to tail continuously.